iccoil

The coil geometry, in real space, is determined.

[called by: oculus:bs00aa.]

contents

1.1 overview

2. The coils are assumed to be closed (i.e. periodic), one-dimensional loops embedded in three-dimensional space, with position described by $\mathbf{x}(t) \equiv x(t)\mathbf{i} + y(t)\mathbf{j} + z(t)\mathbf{k}$, with the arbitrary curve parameter $t \in [0, 2\pi]$, and $\mathbf{x}(t + 2\pi) = \mathbf{x}(t)$,

2. Presently, a Fourier representation is assumed, e.g.

$$x = \sum_{n=0}^{N} x_{n,c} \cos(mt) + \sum_{n=1}^{N} x_{n,s} \sin(mt), \tag{1}$$